

RULES AND REGULATIONS GOVERNING SLOW PITCH SOFTBALL

The rules of the Southern California Municipal Athletic Federation (SCMAF) shall be enforced in the Burbank Parks and Recreation Department Slow Pitch Softball program, except as amended below:

I. GENERAL INFORMATION

- A. Managers and all players are responsible for knowing the "General Rules and Regulations Governing Adult Sports" in their entirety.
- B. The Burbank Athletic Federation Board of Directors shall act as an advisory board, hear and rule upon protest appeals, and act on disciplinary cases.
- C. Where there is more than one league within a given group, grouping shall be determined by team ability, with the better teams grouped in the higher league.
- D. Players may only play on one Slow Pitch team with the City of Burbank (1 Tuesday, 1 Thursday or 1 Church)
 - 1. Beginning Summer 2015 players may play on one Tuesday Slow and/or one Thursday Slow and/or one Church team
- E. BALLS
 - 1. One new Diamond Gold Stitch .44 (.375 Compression) Yellow ball will be furnished for each game. Teams will then alternate in supplying an acceptable used ball, starting with the home team
- F. SHOES
 - 1. Participants must wear appropriate athletic shoes while playing. Rubber cleats are acceptable. Metal cleats, golf, football, or track shoes are not allowed.
- G. BATS
 - 1. Bats shall be made of Wood or Metal, no 100% Composite bat – (handles may be composite, barrels can only contain metal or wood).
 - 2. Bats must be an ASA certified single wall or wood bat.
 - 3. Altered or Illegal bat policy:
 - a. The official will remove non-approved, illegal, or altered bat(s) from the game and warn the manager during the pre-game conference.
 - b. When a batter enters the batter's box with or is discovered using a non-approved, illegal, or altered bat (whether a pitch is thrown or contact is made or not):
 - i. **EFFECT:** Dead ball, the batter is out, base runners must return to the last base occupied at the time of the infraction, the bat is removed from the game, the manager is warned, and the player is disqualified from participating in the remainder of the game.
 - (i) If a previous batter has used the same non-approved or altered bat and a pitch was made, the current batter only is assessed the effect listed above.
 - c. When a batter enters the batter's box with or is discovered using a non-approved, illegal, or altered bat previously identified by the umpire during the pre-game conference or used by a prior batter (whether a pitch is thrown or contact is made or not):
 - i. **EFFECT:** The manager and the player are ejected from the game and will serve a one game suspension, and the team shall forfeit the game.
 - (i) The score will stand as is as long as the team receiving the forfeit is ahead by more than 7 runs; otherwise the score will reflect 7-0.
 - d. A player disqualified for the use of an illegal bat a second time during the season shall be suspended for the remainder of the season.

H. BATTERS BOX

1. Currently there are no lines for the Batter's Boxes. A batter will be called out if he/she step on or in front of home plate or in the opinion of the umpires steps outside of the batter's box dimensions and make contact with the ball.
2. The batter cannot take a running start from behind the plate to make contact with the ball as this can create a safety hazard for the catcher and umpire. If the batter takes a running start when the ball is pitched, the umpire will call no pitch and give a warning to the batter. If the batter continues to take a running start (after being warned by the umpire) in order to make contact with the pitched ball, he/she will be called out.
3. For the purpose of Rule E, the batter's box is 7 feet long, which is 4 feet up from the center of home plate and 3 feet back from the center of home plate. The box is 3 wide. This is the guideline to be used for enforcing Rule E. Once again the umpire has the sole judgment in making this call.
4. Per SCMAF Rule 6.1.D
The batter must take position after the umpire declares "PLAY" (in the batter's box). NOTE: If the batter refuses to take position in the batter's box during his/her time at bat, the umpire shall order the pitcher to pitch and shall call "STRIKE" on each pitch. The batter may take proper position after any such pitch and the regular ball strike count shall continue, but if he/she does not take proper position before three strikes are called, he/she shall be declared out.

I. BASES

1. Bases will be 65 feet.

II. **PLAYING RULES**

A. S.C.M.A.F. SOFTBALL RULES WILL BE USED WITH A FEW EXCEPTIONS

1. Home team will occupy the bench on the third base side of the field.
2. Teams consist of 10 players (8 are needed to start a game and play a game). Players that arrive late may be added to the bottom of the line-up if done immediately when they arrive (even if every batter has already batted). If a late player is not immediately added to the line-up they must be used as a regular substitute. (See SCMAF rulebook).

B. INFIELD PRACTICE

1. There is no infield practice. Games will begin on time.

C. GAME TIMES

1. Scheduled game time is starting time. In the event that one team does not have the minimum number of players required to play, they will automatically become the visiting team and take a turn at bat. If by the end of that turn at bat they do not have the minimum number of players required they would forfeit the game. If both teams are short players at game time, the game will be a double forfeit and each team will be responsible for their portion of the game fee.

D. TIME LIMITS

1. All games will be scheduled for 7 innings with the following time limit applying: No new inning will start after 1 hour and 10 minutes of actual starting time. (Time limit does not apply for play-off or championship games)

E. RADICAL RUN RULE

1. A 14 run lead will constitute a radical score. Any game with a radical score after 5 innings or one hour may be called with consent of the losing manager. If the losing team wishes to continue, the game will stop at one hour and ten minutes without completing the inning regardless of which team is at bat. For play-off or championship game the game will end after the 5th inning if the radical run rule is invoked.
2. If the radical run rule is invoked at the end of the 5th inning or last completed inning at the end of one hour the score will be recorded at that time for the record. Score will no longer be kept; however, if the losing team wishes to continue the official will still officiate until the time limit is reached. Any discipline issue during the extended play time will be dealt with in the same manner as during regulation game play.

F. WARM UP PITCHES

1. No more than two warm up pitches or 1 minute are allowed a pitcher between innings.

G. TIE BREAKER (applies to league only. Play-offs or championship games will play extra innings)

1. If a game is tied after the time limit or seven innings, the following tiebreaker will be used. Each team will designate 3 hitters. The visiting team will bat first and the home team second.
2. Each team will bat their three hitters. If hitter reaches first base safely, he/she becomes a base runner. Third batter will be considered at bat in a two-out situation. (All batters must complete their turn at bat)
3. The total number of bases accumulated by the three hitters will determine the winner. Base on balls or hit batsmen may be accepted or declined by the offensive managers. If declined, the batter will bat again at the end of the three person order.

H. DEFENSIVE TEAM

1. A defensive team shall consist of ten (10) players. A game may be played with as few as eight (8) players.
2. All outfielders must be on the grass when the batter hits the pitch. **Penalty:** Batter will be awarded first base unless he or she reaches the base safely.
3. All infielders must be on the infield dirt when the batter hits the pitch. **Penalty:** Batter will be awarded first base unless he or she reaches the base safely.
4. Infield/Outfield must have a minimum of 2 players and a maximum of 4 players (excluding the battery)

I. BATTING ORDERS

1. A batting order must be submitted prior to the game and followed during the game. The batting order may not exceed twenty (20) players.
2. Straight Substitution
 - a. If a team wishes to bat only 10 players, they must list the 10 batters on the line-up card. The balance of the players must be listed as substitutes and the team does not have the ability to use free substitution for the duration of the game once the line-up card becomes official. The line-up card is considered official when accepted by the plate umpire. Any changes after that point are considered a substitution. If using straight substitution, All starters may re-enter the game 1 time without penalty during the game.
3. Free Substitution
 - a. If a team wishes to use free substitution, then they must list all their players as batters making sure the batting order does not change throughout the game and then any 10 players may play a defensive position at any time during the game.

J. COURTESY RUNNERS

1. Each team will be allowed a maximum of 2 courtesy runners per inning.
 - a. All courtesy runners must be the last out of the inning, if there are no outs or if the last out is on base, at bat, or on deck, then the courtesy runner will be the last batter scheduled to bat in that inning.
 - b. If a batter received a courtesy runner and bats again in the same inning, the batter may receive a runner again without counting towards the 2 runner maximum.
 - c. If the correct courtesy runner is not used, then the incorrect courtesy runner will be declared out once the pitcher has made one pitch to the next batter if discovered by the umpire or if the defensive team appeals to the umpire(s).

K. BASES

1. If available, a double base will be used at first base. On all plays being made on a batter-runner at first base, the batter-runner must use the outside base, and the fielder must use the inside base. If the batter-runner does not touch the outside base they will be considered to have missed the base and subject to being put out if the base is not re-touched before a play is made on them or appealed by the defensive team.
 - a. EXCEPTION:
 - i. If the ball is thrown from the foul side of the first base line. OR
 - ii. When an errant or missed throw pulls the defensive player into foul ground.
 - iii. If when using the double base, and there is a force play by an infielder on the batter-runner, the batter-runner, in any way, interferes with the fielders ability to make the play while on the inside base, interference will be ruled on the batter-runner and all other runners will be returned to the base last occupied at the time of interference.

L. PITCHING RULE

1. Pitching height limit must be from 6 to 16 feet above the playing surface. It is a strike if a legal pitch touches any part of home plate or the plate extension.
2. If the pitched ball does not fall between the designated height and this is in the judgment of the plate umpire only, then an illegal pitch shall be called.
 - a. The batter has the option of not swinging, and a ball will be added to the count. Or if the batter chooses to swing (whether contact was made or not) at the illegal pitch, any play that resulted from the illegal pitch will stand, and the illegal pitch will be ignored by the umpire.
3. Pitching distance will be 50 feet.
 - a. A line will be placed at 56 feet. A pitcher must start their pitch with at least one foot within the six foot box.
4. Pitch Count
 - a. All batters will begin with a 1 and 1 count.
 - b. With a count containing 2 strikes, batters will be able to foul off one more pitch. The following foul tip/hit will constitute the batter being called out.
 - c. A manager has the authority, by informing the plate umpire, to give an opponent batsman an intentional base on balls without having his/her pitcher throw three balls.

M. BATTING

1. No bunting is allowed.
2. No chop hitting or slap hitting allowed (Umpire's judgment). **Penalty:** Batter will be called out.

N. BASE RUNNING

1. A base runner may leave the base when the pitcher releases the ball.
2. There is no stealing.
3. Runners may be picked off by the catcher. This is considered a force out. A tag is not required.
4. Runners may advance at their own risk if a play is made on another runner, not on a battery error.

O. JEWELRY RULE

1. Per the SCMAF rule 1 section 35 the jewelry rule will be as follows:
 - a. Exposed jewelry such as wrist watches, bracelets, large or hoop type earrings and neck chains may not be worn during the game. Medical Alert bracelets or necklaces are not considered jewelry, but if worn, they must be taped to the body.

III. **PROTESTS AND PROCEDURES**

- A. Eligibility protests for players may occur at any time during the season. Eligibility protests are for the season.
 1. When a player's eligibility is in question. The official or scorekeeper will request the player in question to sign the scorecard & produce a valid picture ID.
 2. The staff member may ask for picture ID.
 3. If it is found that the player is ineligible or the requirements listed above are not met the following penalty will be issued.
 - a. Forfeiture of the game(s) the player has participated in for the season.
 - b. Suspension of the player for the remainder of the season.
 - c. Minimum two game suspension of the manager of the team(s) involved.
- B. All rule implementation questions must be cleared with the official, managers, and staff. No formal protest may be filed.

IV. **ADULT SUSPENSION GUIDELINES**

See General Rules and Regulations Governing Adult Sports.

V. **RAINOUT POLICY**

- A. In the event of rain, the decision to cancel games will not be made until after 3:30 p.m. Monday – Friday or 2 hours prior to game time on Saturday, Sunday, and Holidays. Managers and players may call the "Field Condition Hotline" – (818) 238-1970. When a determination cannot be made by this time, the call will be made on the field. The Sports Office staff will do their best to make the decision as soon as possible.
- B. In the event games are canceled, they will be rescheduled at the end of the round.

VI. GAMES CALLED DUE TO WEATHER OR LOSS OF LIGHTS

- A. In the event of lightening, teams will clear the field for a period of up to 20 minutes. If the weather clears, the game will resume from the point of suspension. If the game cannot continue, see Rule VII.B.
- B. In the event a game is called due to weather or loss of lights the following will determine the result of the game.
 - 1. The game will be considered a completed game if the game has reached 1 hour and 5 minutes or 4 innings have been completed (3 ½ if the home team is ahead).
 - a. See SCMAF Rule1 sections 5-10.
 - 2. If the game has not reached the point where it is a completed game, the game will be considered a “no game” and the game will be replayed from the beginning. Any game that needs to be replayed for this reason, the official's fees will be paid by the Sports Office.

VII. PREGNANCY RELEASE

- A. Any woman who knows she is pregnant shall be responsible for informing the sports office supervisor in charge and obtain a release form. This form is to be signed by her doctor and returned to the Sports Office. Managers are responsible for informing players of this release form.

VIII.FORFEITS

- A. Teams must notify the Sports Office by 5:00 p.m. the business day prior to the scheduled game to avoid paying forfeit fees.
- B. Failure to give proper notification, the forfeiting team is responsible for paying both sets of official's fees.
 - 1. The fee must be paid prior to the next scheduled game. Failure to pay a forfeit fee could result in forfeiting the remainder of the games until the fee is paid.
 - 2. Forfeits not paid within 4 weeks will be sent to collections and the team will not be allowed to participate within the league until the fees have been collected.